U.S.A. Keyboard Layout

This Keyguide is based on the United States and United Kingdom keyboard layouts as shown.
Please remove this portion of the card at the perforation below before assembling your Keyguide.
The Keyguide shows the keys in two different ways. Use the side which best suits your method of play.

Dawn Patrol
In-Flight Keyboard Controls

ADJUSTING THE IN-FLIGHT VIEW

A. Press the shift key and a function key simultaneously to determine the plane or target being viewed (the 'viewee').
B. Press either a function key or a numeric key to alter the type of view.

NORMAL KEYS

ESC . . . . . Change viewee to your aircraft
F1 . . . . . Zoom in (**ALT F1** is zoom out)
F2 . . . . . Rotate vertically around viewee
F3 . . . . . Rotate horizontally around viewee
F4 . . . . . External chase view
F5 . . . . . Outside view - camera maintains absolute heading and pitch
F6 . . . . . Track view - camera pitches and turns with the aircraft
F7 . . . . . External satellite view
F8 . . . . . View across your aircraft to the viewee (outside lock)
F9 . . . . . View from your aircraft's cockpit of the viewee (inside lock)
F10 . . . . . Configuration menus
1 . . . . . Increase the keyboard flight control sensitivity
2 . . . . . Decrease the keyboard flight control sensitivity
5 . . . . . View the rear of your aircraft from the inside
6 . . . . . View the left of your aircraft from the inside
7 . . . . . View the front of your aircraft's cockpit from the inside
8 . . . . . View the right of your aircraft from the inside
9 . . . . . View the rear of your aircraft from the inside
0 . . . . . Return to cockpit from an outside viewpoint
- . . . . . Decrease RPM continuously, in small steps
+ . . . . . Increase RPM continuously, in small steps
BACKSPACE . Inside combat lock - lock onto nearest enemy (see manual)
TAB . . . . . Speed-up time (toggle - turns off when any key pressed)
Q . . . . . Toggle between fixed and free viewpoints of viewee
W . . . . . Wheel brake
R . . . . . Decrease rate of rotation for **F2** & **F3** keys
T . . . . . Auto-gunfire (only if autopilot ON)
U . . . . . Un-jam machine guns
[. . . . . Look up (see gun sights if looking forward)
] . . . . . Look down (see instrument panel if looking forward)

Dawn Patrol
In-Flight Keyboard Controls

P . . . . . Pause
ENTER . . . . . Outside combat lock (lock onto enemy from outside view)
A . . . . . Autopilot (toggle - indication on instrument panel)
S . . . . . Sound toggle (off, no engine sounds or with engine sounds)
J . . . . . Increase rate of gunfire
K . . . . . Decrease rate of gunfire
; . . . . . Step back through waypoints
' . . . . . Step forward through waypoints
Z . . . . . Impact viewpoint - switch view to target when hit
X . . . . . Missile viewpoint - switch view to launched bullet
V . . . . . Video toggle
B . . . . . Air brake toggle
M . . . . . Map screen
, ... Minimum power setting
. . . . . . Maximum power setting
SPACE . . . . . Fire

'ALT &' KEYS

ALT F1 . . . . . Zoom out
ALT F2 . . . . . Rotate vertically around viewee in opposite direction to **F2**
ALT F3 . . . . . Rotate horizontally around viewee in opposite direction to **F3**
ALT F5 . . . . . Outside view - looking out from viewee
ALT F6 . . . . . Track view - looking out from viewee
ALT F7 . . . . . View below viewee
ALT F8 . . . . . View looking from in front of your aircraft to the viewee
ALT F9 . . . . . View from in front of the viewee to your aircraft
ALT F10 . . . . . Decrease time speed-up
ALT R . . . . . Increase rate of rotation for **F2** and **F3** keys
ALT D . . . . . Automatically select level of detail suitable for machine
ALT F . . . . . Select the next nearest viewee [fixed mode only]
ALT X . . . . . Exit flight

'SHIFT &' NUMERIC KEYPAD

SHIFT - . . . . . Decrease RPM by standard amount
SHIFT + ... Increase RPM by standard amount
SHIFT 9 . . . . . View of your wingman
SHIFT 8,4,6,2 . View directions

Dawn Patrol
In-Flight Keyboard Controls

NUMERIC KEYPAD AND CURSOR CLUSTER

END (1) . . . . . Full rudder deflection, left
PG Down (3) . . . . Full rudder deflection, right
INSERT (0) . . . . . Gradual rudder deflection, left
DELETE (.) . . . . . Gradual rudder deflection, right
Cursor up (8) . . . Dive - pull forward on stick
Cursor left (4) . . . Roll to the left
Cursor right (6) . . Roll to the right
Cursor down (2) . Climb - pull back on stick
- . . . . . Decrease RPM by single, large steps
+ . . . . . Increase RPM by single, large steps

'CTRL &' KEYS

CTRL F1 . . . Reset zoom
CTRL F2 . . . Reset to default vertical view angle
CTRL F3 . . . Reset to default horizontal view angle
CTRL F8 . . . Lock view from behind the viewee to your aircraft
CTRL F10 . . Increase time speed-up
CTRL R . . . Reset rate of rotation for **F2** and **F3** keys and reset view angle
CTRL D . . . Toggle 3D detail (auto detail must be turned off first)
CTRL F . . . Reset fixed viewpoint to current nearest viewee
CTRL V . . . Reset video to start and begin recording

'SHIFT &' KEYS

SHIFT ESC . View of player's aircraft, maintaining last viewpoint
SHIFT F2 . . . View of launched missile
SHIFT F3 . . . View of nearest friendly aircraft
SHIFT F4 . . . View of nearest enemy aircraft
SHIFT F5 . . . View of object you have been assigned to attack, according to on-screen messages
SHIFT F7 . . . View of object that last message refers to
SHIFT F8 . . . View of currently assigned ground target
SHIFT F9 . . . View of nearest possible ground target
SHIFT - . . . . Decrease RPM in large steps
SHIFT + ... Increase RPM in large steps
SHIFT TAB . Super time speed-up
SHIFT F . . . . Toggle between fixed and free viewpoints of viewee
SHIFT ; . . . . Position information

Dawn Patrol
In-Flight Keys By Subject

VIEWPOINTS

ESC . . . . . Change viewee to your aircraft
SHIFT ESC . . View of player's aircraft, maintaining last viewpoint
F1 . . . . . Zoom in
ALT F1 . . . . . Zoom out
CTRL F1 . . . Reset zoom
F2 . . . . . Rotate vertically around viewee
ALT F2 . . . . . Rotate vertically around viewee in opposite direction to **F2**
CTRL F2 . . . Reset to default vertical view angle
F3 . . . . . Rotate horizontally around viewee
ALT F3 . . . . . Rotate horizontally around viewee in opposite direction to **F3**
CTRL F3 . . . Reset to default horizontal view angle
SHIFT F2 . . . View of launched missile
SHIFT F3 . . . View of nearest friendly aircraft
SHIFT F4 . . . View of nearest enemy aircraft
SHIFT F5 . . . View of object you have been assigned to attack, according to on-screen messages
SHIFT F7 . . . View of object that last message refers to
SHIFT F8 . . . View of currently assigned ground target
SHIFT F9 . . . View of nearest possible ground target
SHIFT 9 . . . . View of your wingman
F4 . . . . . External chase view
F5 . . . . . Outside view - camera maintains absolute heading and pitch
ALT F5 . . . . . Outside view - looking out from viewee messages
F6 . . . . . Track view - camera pitches and turns with the aircraft
ALT F6 . . . . . Track view - looking out from viewee
F7 . . . . . External satellite view
ALT F7 . . . . . View below viewee
F8 . . . . . View across your aircraft to the viewee (outside lock)
ALT F8 . . . . . View looking from in front of your aircraft to the viewee
CTRL F8 . . . Lock view from behind the viewee to your aircraft
F9 . . . . . View from your aircraft's cockpit of the viewee (inside lock)
ALT F9 . . . . . View from in front of the viewee to your aircraft
5 . . . . . View the rear of your aircraft from the inside
6 . . . . . View the left of your aircraft from the inside
7 . . . . . View the front of your aircraft's cockpit from the inside
8 . . . . . View the right of your aircraft from the inside
9 . . . . . View the rear of your aircraft from the inside

Dawn Patrol
In-Flight Keys By Subject

0 . . . . . Return to cockpit from an outside viewpoint.
BACKSPACE . Inside combat lock - lock onto nearest enemy (see manual)
Q . . . . . Toggle between fixed and free viewpoints of viewee
R . . . . . Decrease rate of rotation for **F2** & **F3** keys
ALT R . . . . . Increase rate of rotation for **F2** & **F3** keys
CTRL R . . . . . Reset rate of rotation for **F2** & **F3** keys and reset view angle
[. . . . . Look up (see gun sights if looking forward)
] . . . . . Look down (see instrument panel if looking forward)
ENTER . . . . . Outside combat lock (lock onto neares enemy from outside view)
ALT F . . . . . Select the next nearest viewee [fixed mode only]
CTRL F . . . . . Reset fixed viewpoint to current nearest viewee
SHIFT F . . . . . Toggle between fixed and free viewpoints of viewee
Z . . . . . Impact viewpoint - switch view to target when hit
X . . . . . Missile viewpoint - switch view to launched bullet

[NUM KEYPAD]
SHIFT 8,4,6,2 View directions

ACCELERATION CONTROLS

TAB . . . . . Speed-up time (turns off when any key pressed or mission event occurs)
SHIFT TAB . . Uninterrupted time speed-up
ALT F10 . . . . Decrease time speed-up
CTRL F10 . . Increase time speed-up

GEAR

W . . . . . Wheel brake

WEAPON CONTROLS

SPACE . . . . . Fire
T . . . . . Auto-gunfire (only if autopilot ON)
U . . . . . Unjam machine gun
J . . . . . Increase rate of gunfire
K . . . . . Decrease rate of gunfire

Dawn Patrol
In-Flight Keys By Subject

FLIGHT CONTROLS

A . . . . . Autopilot (toggle - indication on instrument panel)
1 . . . . . Increase the keyboard flight control sensitivity
2 . . . . . Decrease the keyboard flight control sensitivity
[NUM KEYPAD] END . . . . Full rudder deflection, left
[NUM KEYPAD] PG DN . . Full rudder deflection, right
[NUM KEYPAD] INS . . . . . Gradual rudder deflection, left
[NUM KEYPAD] DEL . . . . Gradual rudder deflection, right
[NUM KEYPAD](8, 4, 6, 2) Flight directions
CURSOR Right, Left, Up, Down . . Flight directions
B . . . . . Air brake toggle

ENGINE CONTROLS

, ... Minimum power setting
. . . . . . Maximum power setting
[NUM KEYPAD] - . . Decrease RPM by single, large steps
[NUM KEYPAD] + . . Increase RPM by single, large steps
SHIFT - . . . . . Decrease RPM in large steps
SHIFT + ... Increase RPM in large steps
[NUM KEYPAD] SHIFT - Decrease RPM by standard amount
[NUM KEYPAD] SHIFT + Increase RPM by standard amount
- . . . . . Decrease RPM continuously, in small steps
+ . . . . . Increase RPM continuously, in small steps

GENERAL CONTROLS

F10 . . . . . Configuration menus
ALT X . . . . . Exit flight
P . . . . . Pause
S . . . . . Sound toggle (off, no engine sounds or with engine sounds)
V . . . . . Video toggle
CTRL V . . . . Reset video to start and begin recording
ALT D . . . . . Automatically select level of detail suitable for machine
CTRL D . . . . Toggle 3D detail (auto detail must be turned off first)

MAPS AND WAYPOINTS

M . . . . . Map screen (**ESC** to return to flight)
; . . . . . Step back through waypoints
' . . . . . Step forward through waypoints
SHIFT ; . . . . Cycle through position information

(UKV) KEYBOARD REFERENCE GUIDE

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United Kingdom Keyboard Layout

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